

Fig. 1

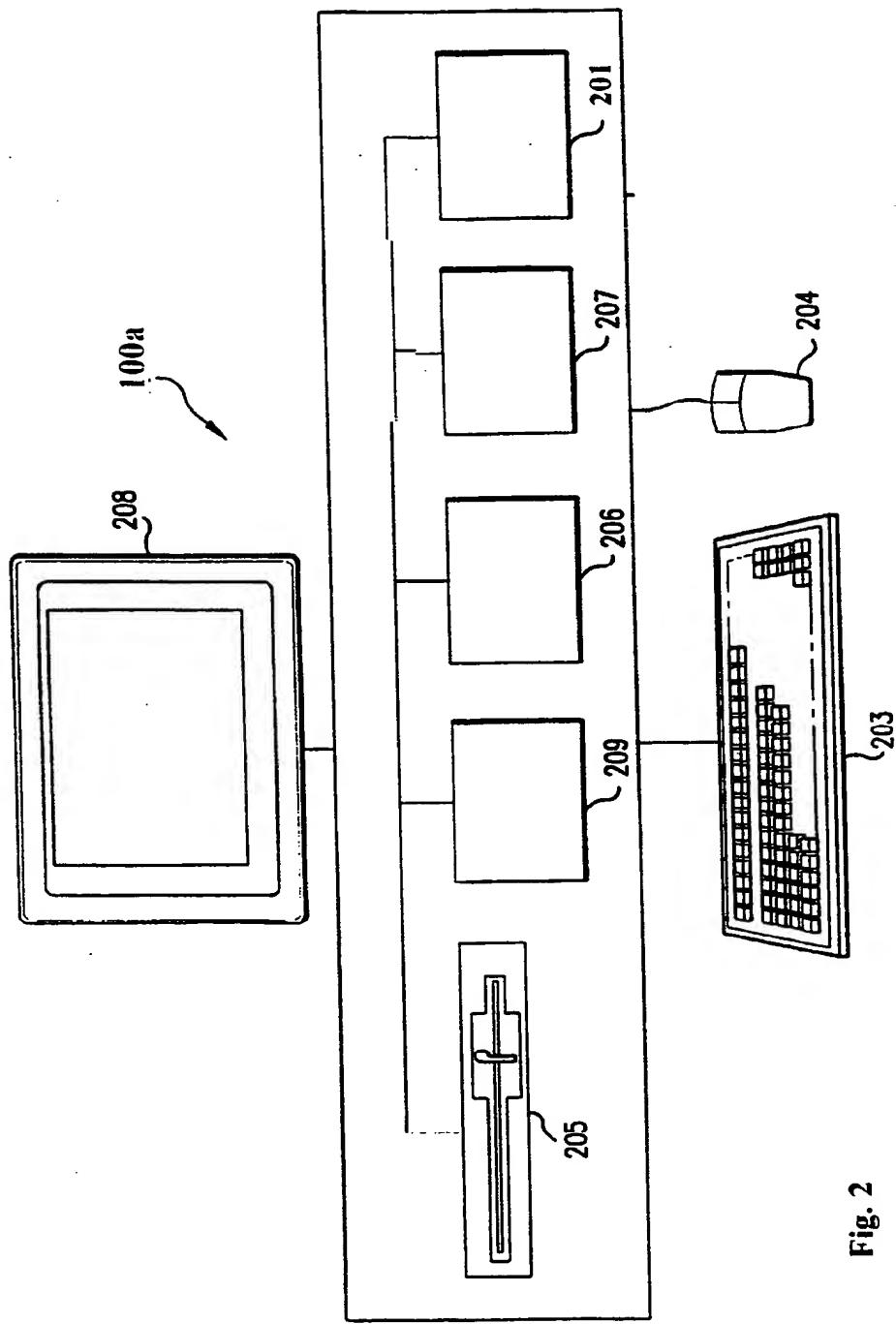


Fig. 2

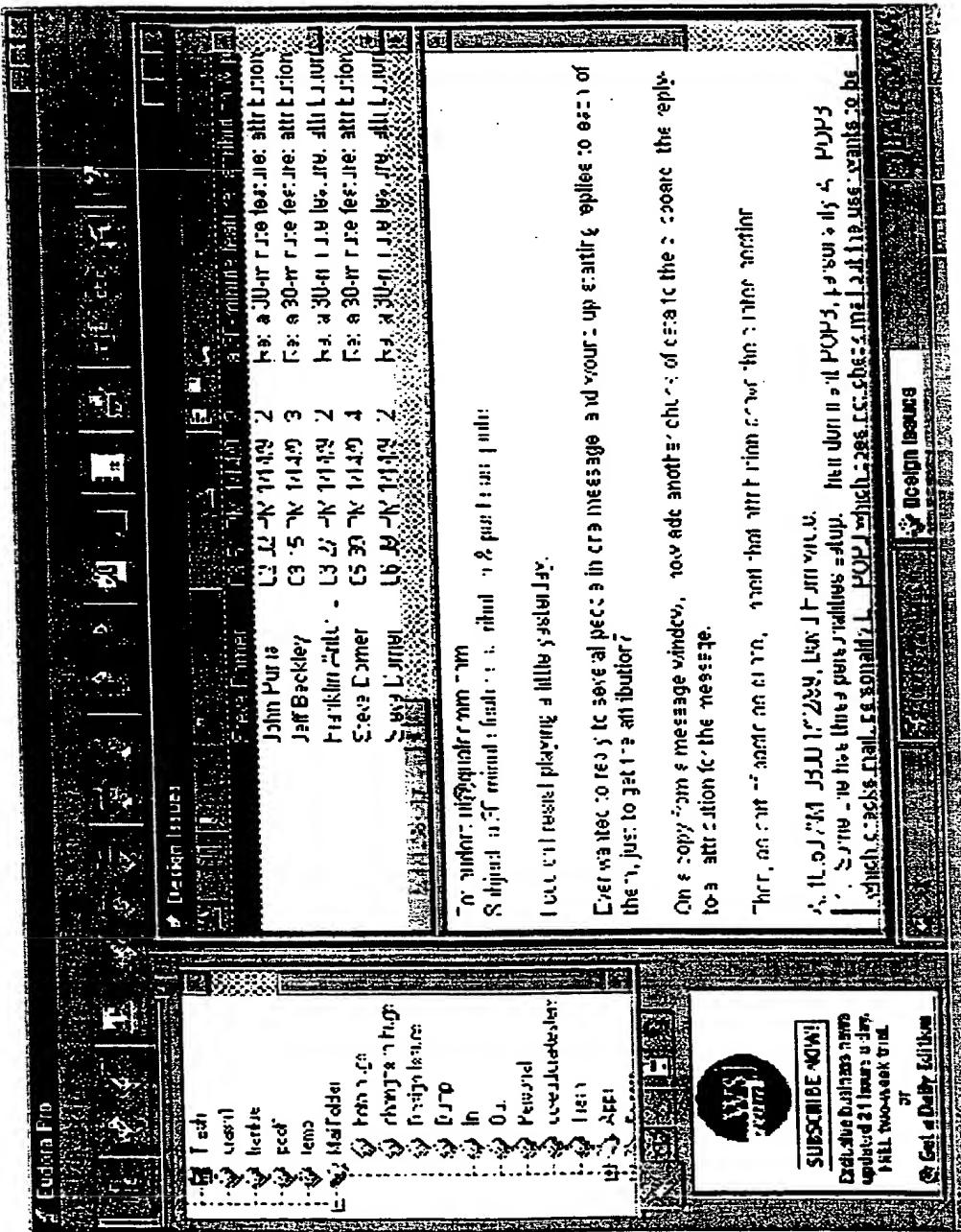


Fig. 3A

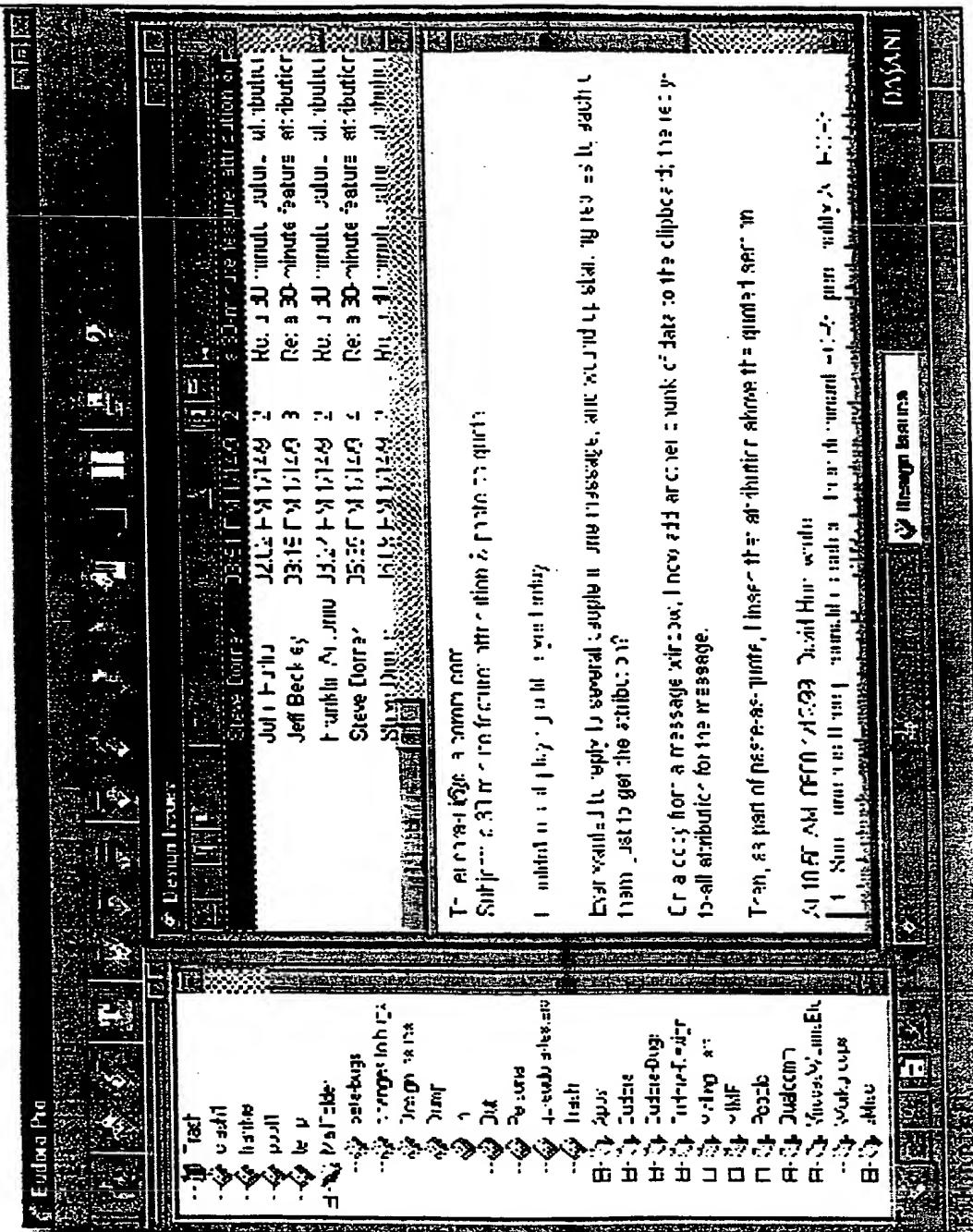


Fig. 3B

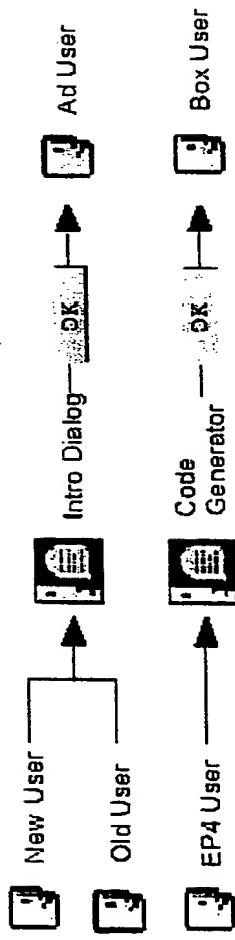


Fig. 4A

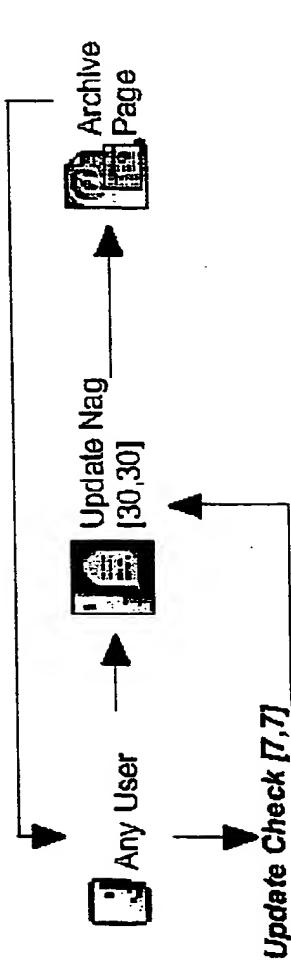


Fig. 7A

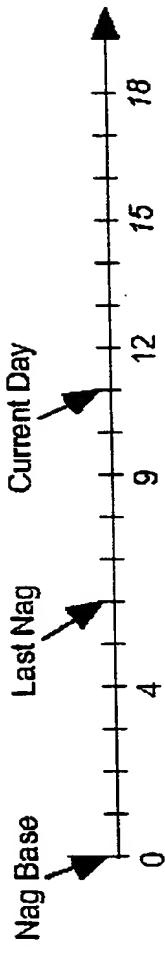


Fig. 11

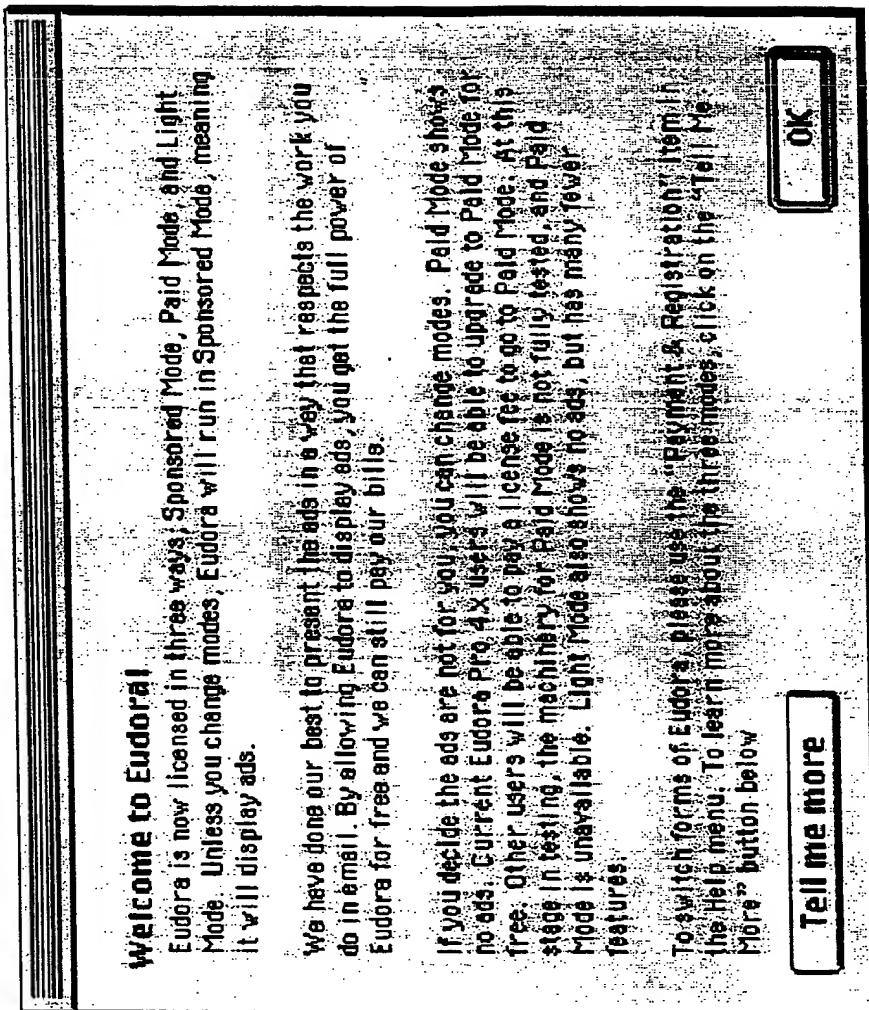
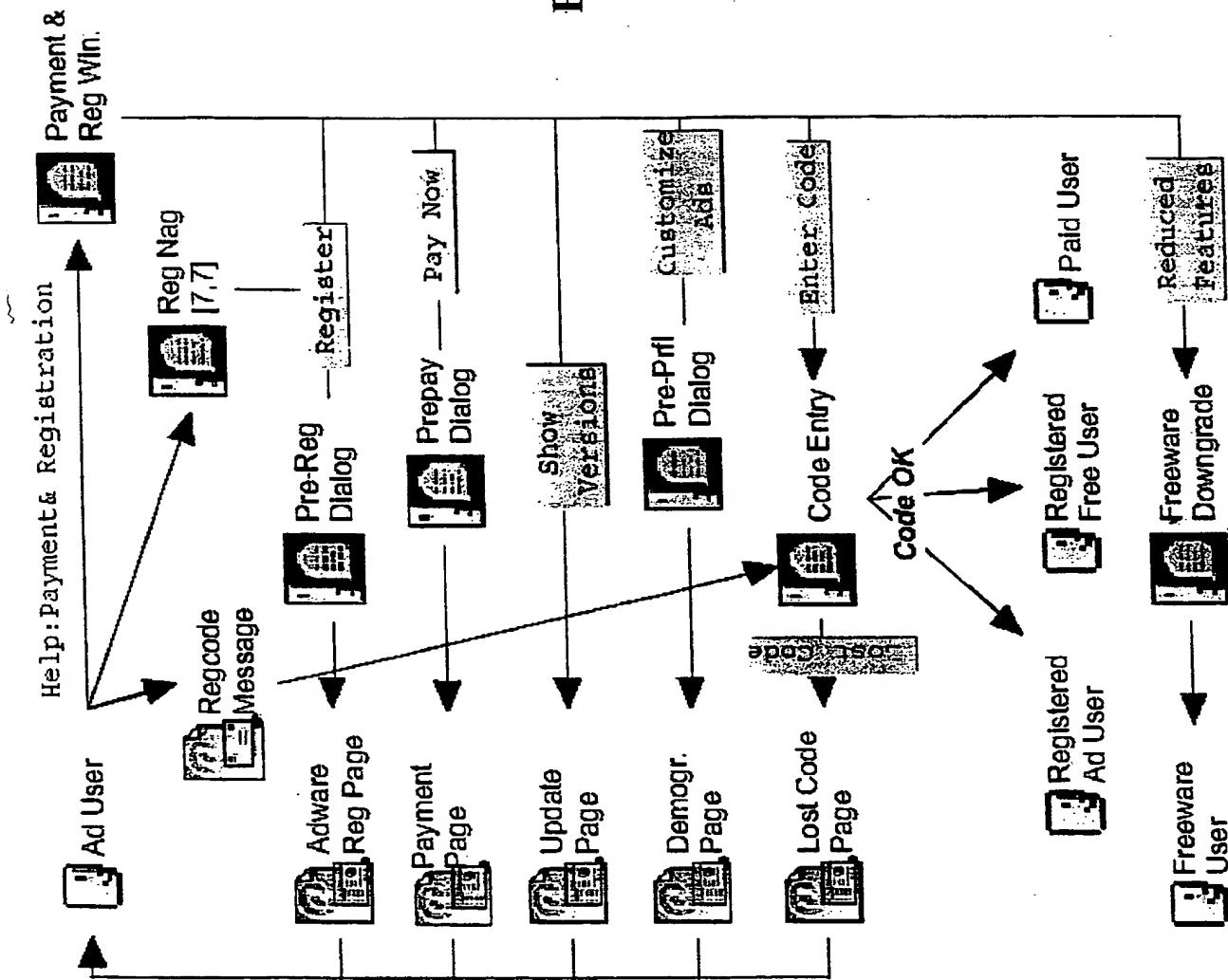


Fig. 4B

Fig. 5A



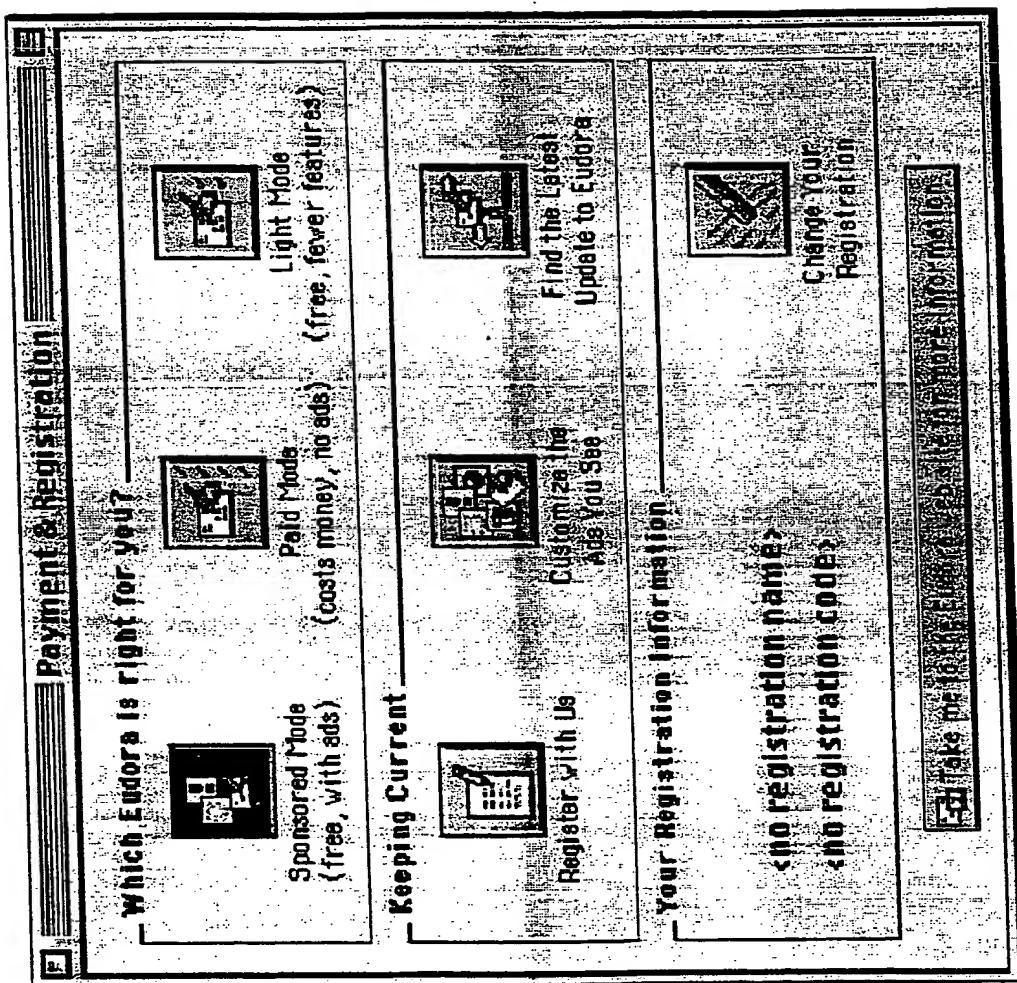


Fig. 5B

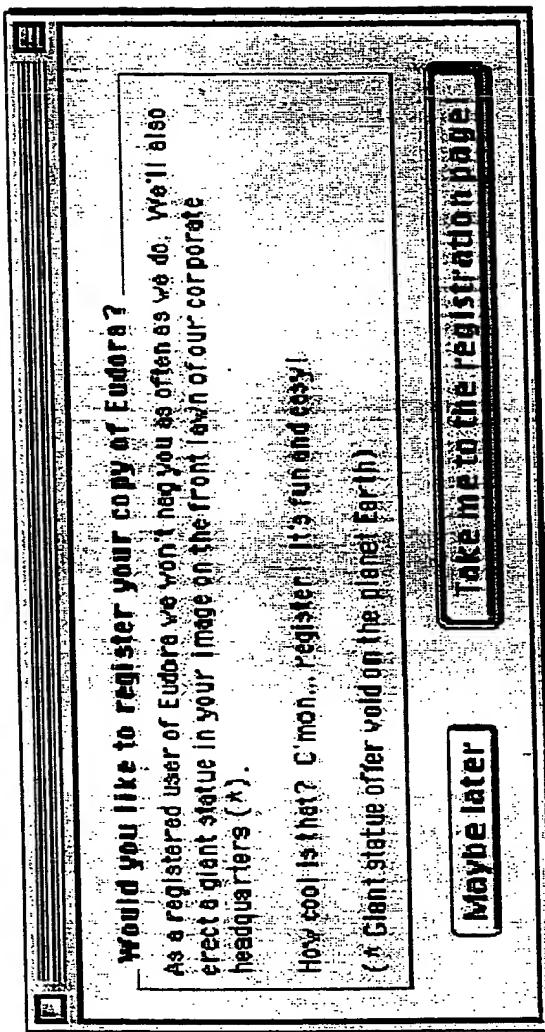


Fig. 5C

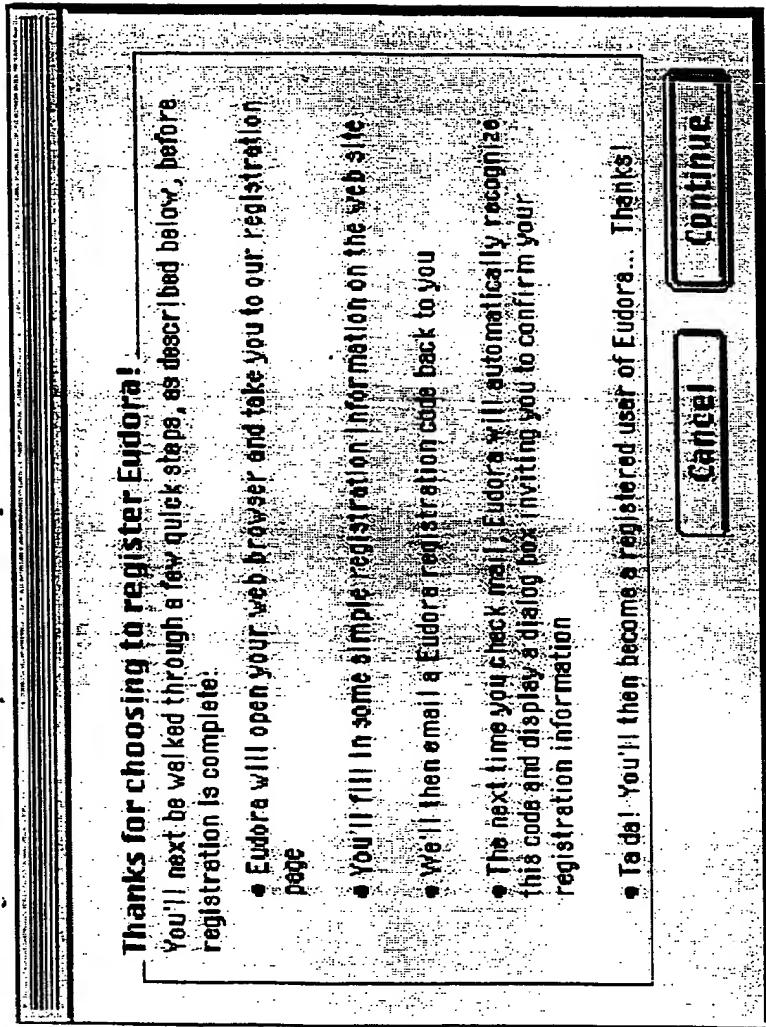


Fig. 5D

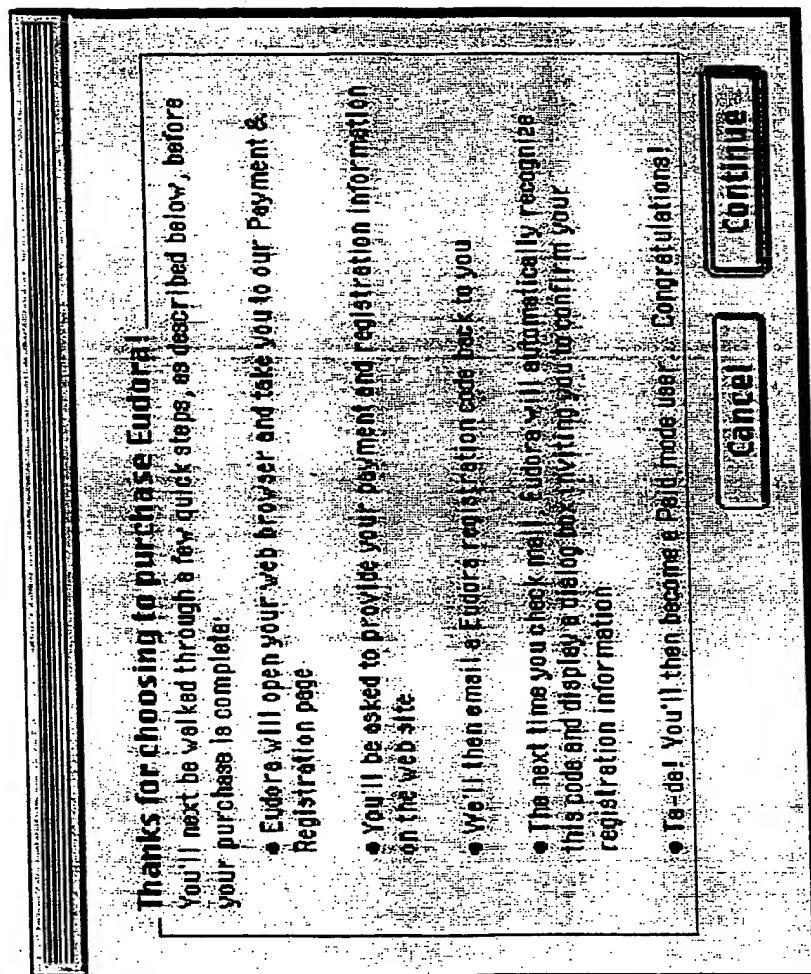


Fig. 5E

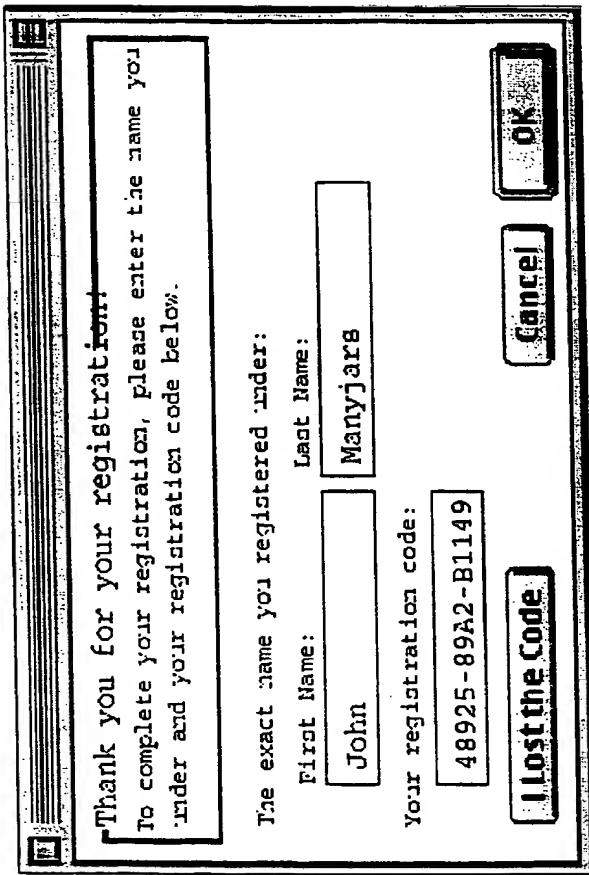


Fig. 5F

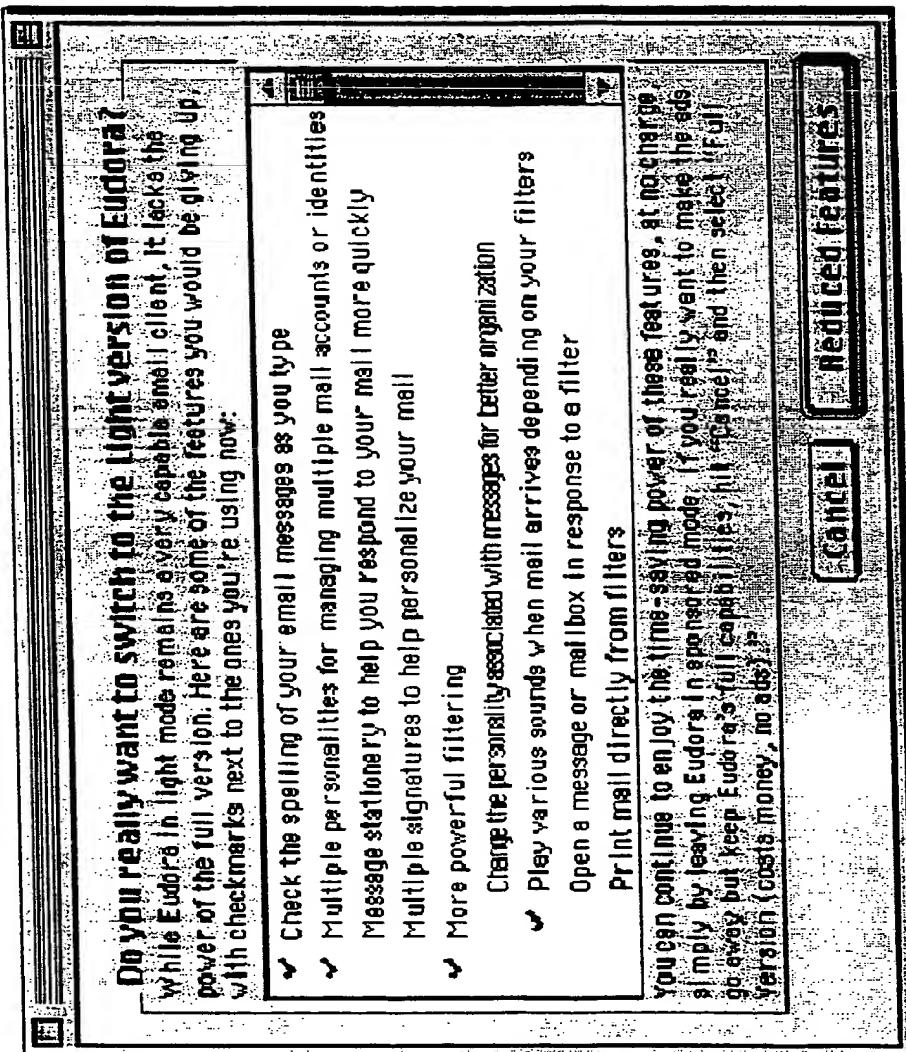
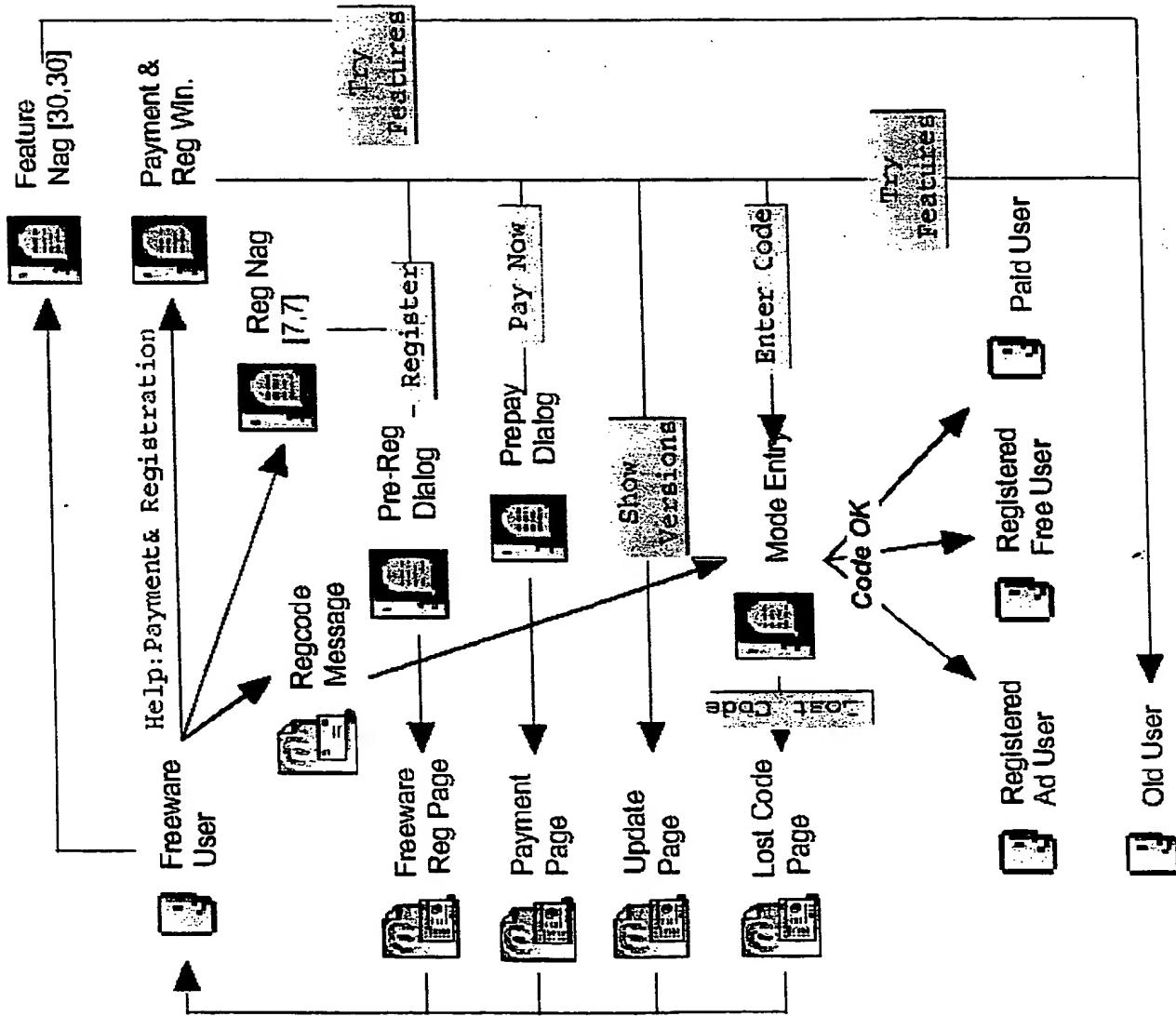


Fig. 5G

Fig. 6A



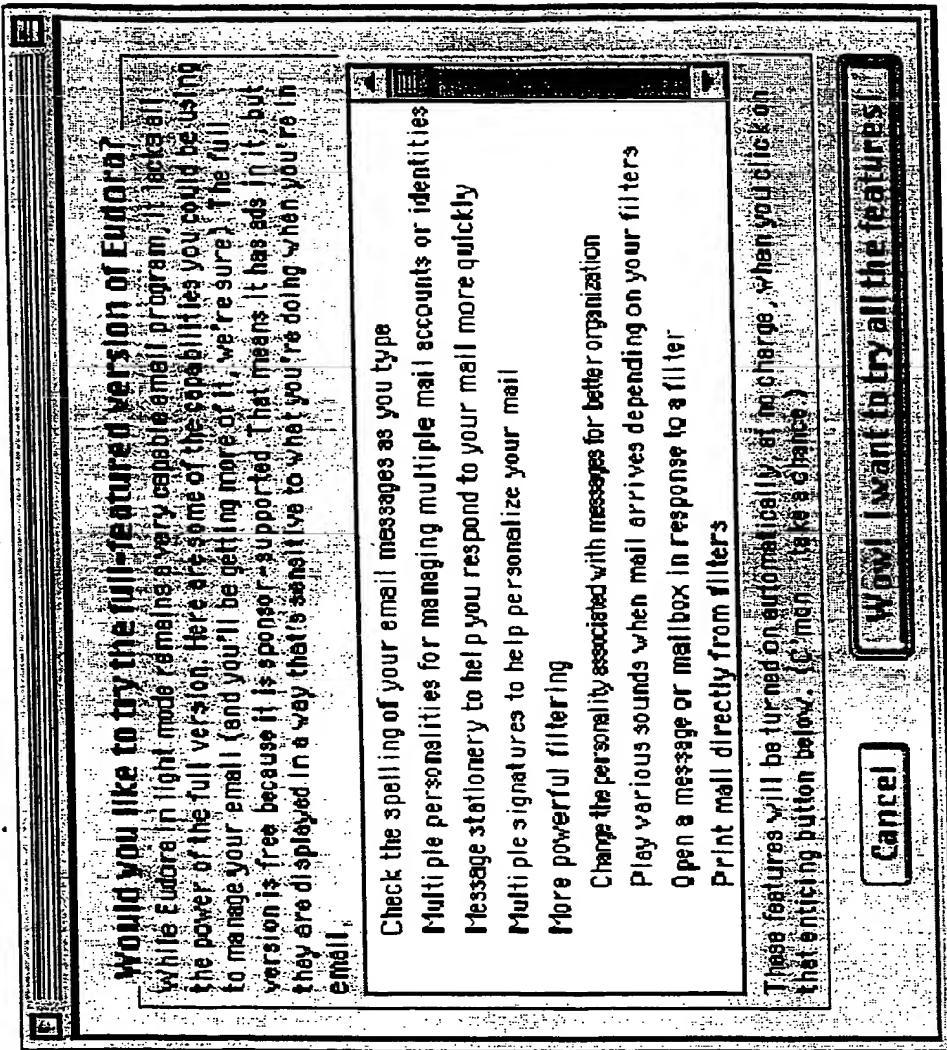
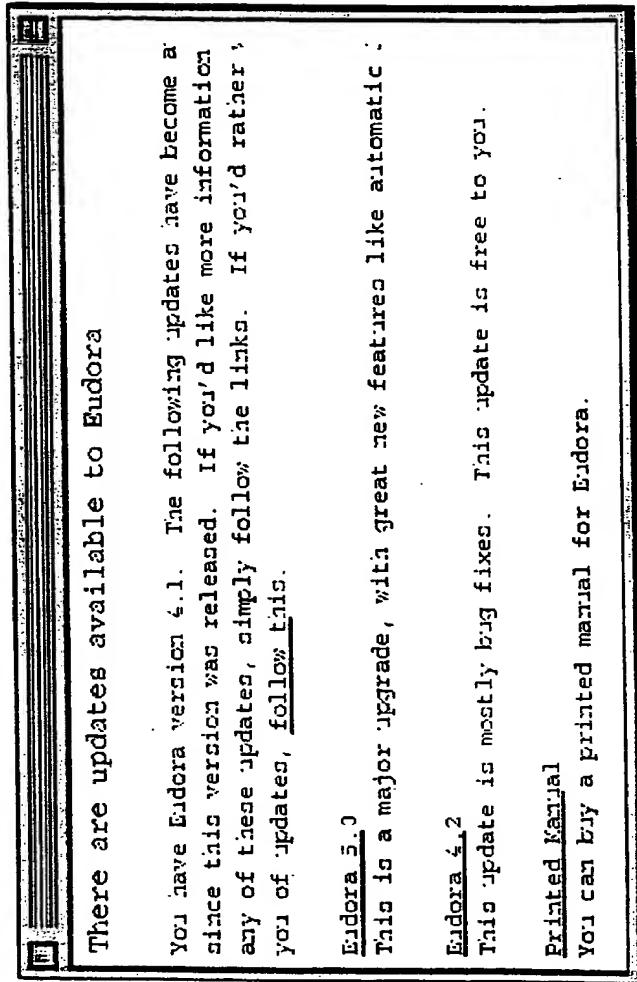
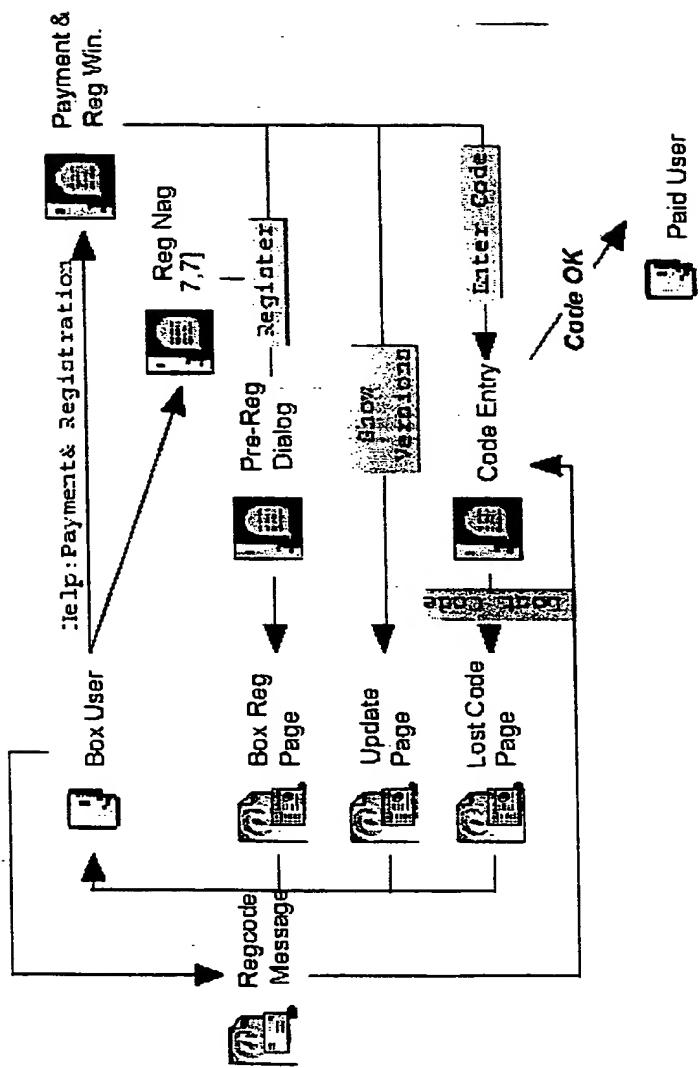


Fig. 6B



**Fig. 7B**

Fig. 8



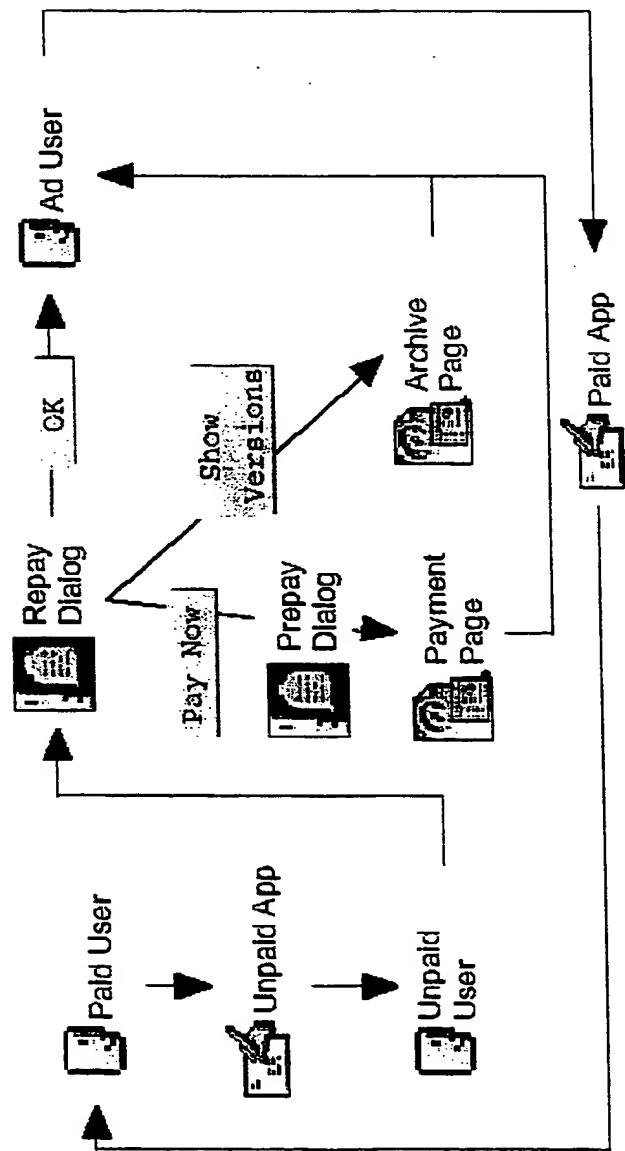


Fig. 9

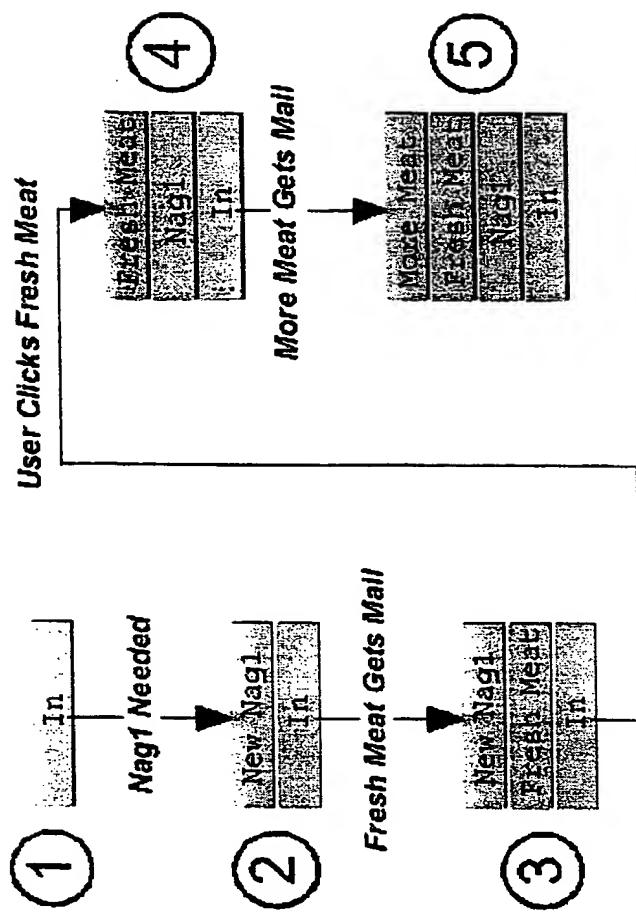


Fig. 10

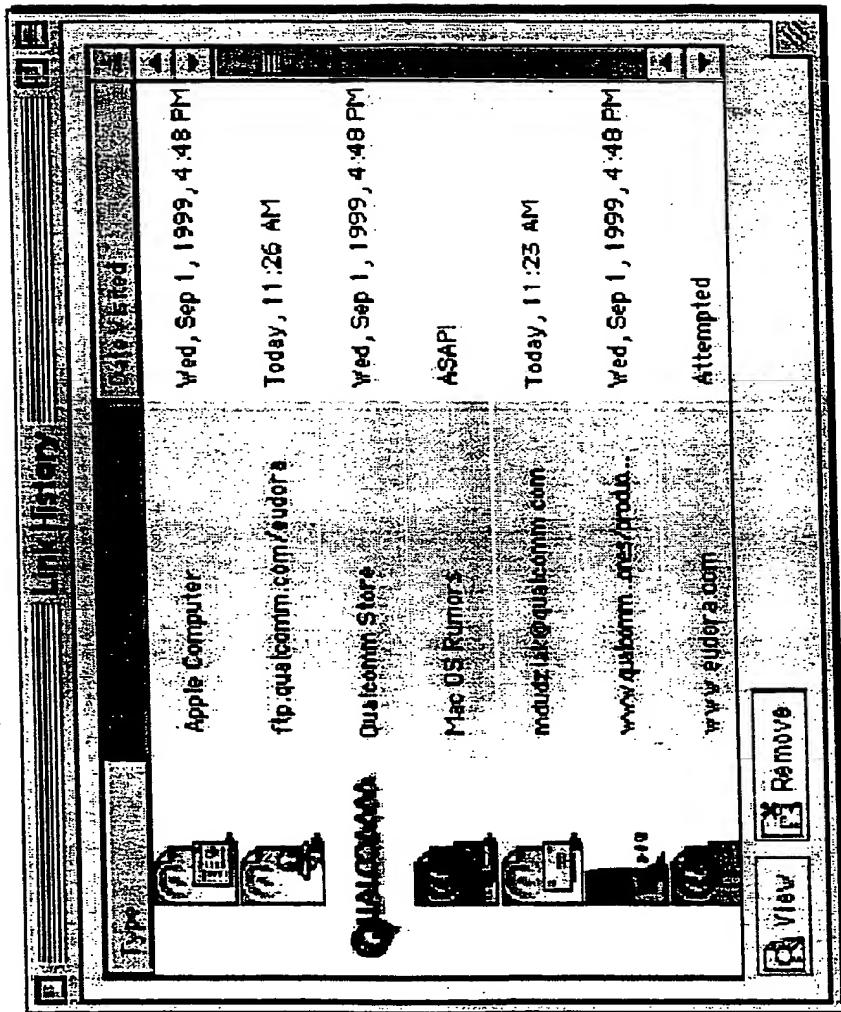


Fig. 12A

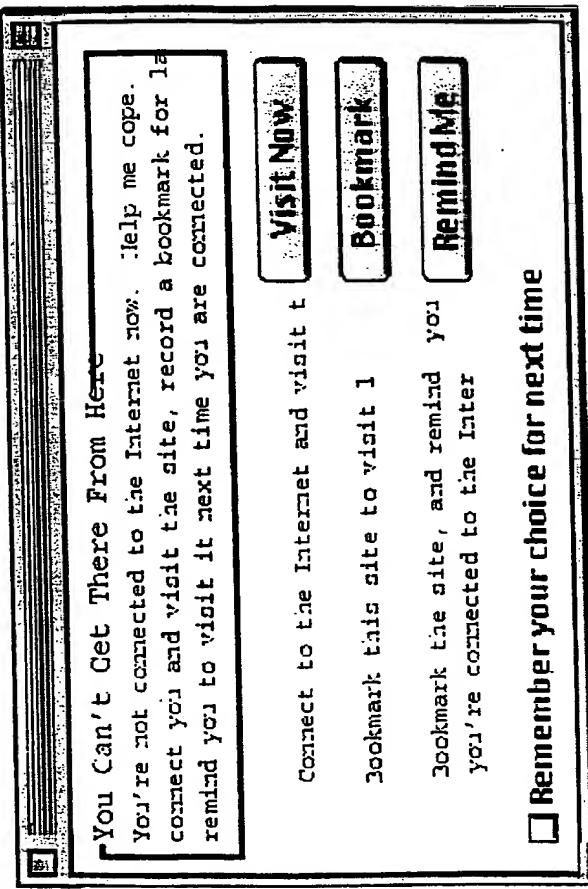


Fig. 12B

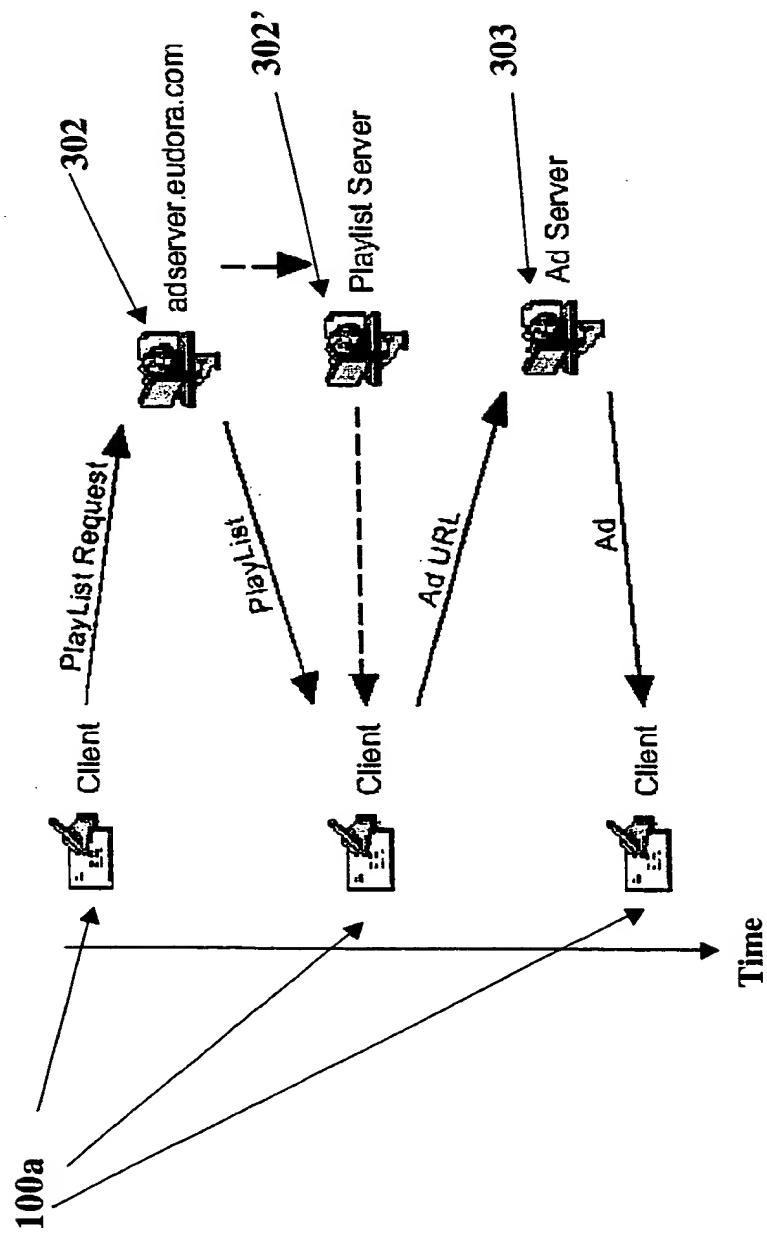
Assumptions	
Average Connect- Speed, Mbps	28.3
Average Ad Size, Bytes	9,3
Number of Users	8,000,000
Number of Hours Running Advers	2
Number Malicious Per User Per Hour	2
Playline Inventory Size, Bytes	500

Fig. 13A

Implications		Avg. Connect		Avg. Playline		Playline	
h of New	Ad per Second	Ad Size / User	Playline / User	Count	Playline / User	Count	Playline / User
15	39	10	191	1.3	3.6	5	0.1
20	52	13	135	1.7	4.8	7	0.1
25	65	16	100	2.0	5.0	10	0.1
30	78	19	992	2.5	7.2	11	0.1
35	90	23	235	2.9	8.4	12	0.2

Fig. 13B

Fig. 14



```
//////////  
// Main ad scheduler  
ScheduleMain  
{  
// Has a new day dawned?  
Do CheckForNewDay  
// Are we are within the current ad's showFor?  
if ( ad.thisShowTime < ad.showFor )  
{  
// there is nothing to be done  
return  
}  
// At this point, we know that we need a new ad  
// Perform housekeeping tasks on the old one  
Do AdEndBookkeeping  
// Pop out of a block if all ads on par  
if ( block isn't all playlists )  
{  
find ad with minimum ad.numberShown  
if ( ad.numberShown >= blockGoal )  
set block to all playlists  
}  
// If we are over our quota of regular ads for the day,  
// look for a runout  
if ( adFaceTimeToday > faceTimeQuota )  
{  
Do ShowARunout  
}  
else  
{  
Do ShowARegularAd  
}  
}  
// end ad schedule main
```

Fig. 15A

```
//////////  
// We must perform certain tasks when the calendar day  
changes.  
CheckForNewDay  
{if ( the calendar day has changed )  
{  
// Perform housekeeping tasks on the ad currently showing  
Do StopShowingCurrentAd  
// Runout ads are charged for a full showFor if they've been  
shown  
// at all on a given day. Charge any runout ads if they've  
been  
// shown at all.  
for runout ads  
{  
if ( ad.thisShowTime > 0 )  
{  
ad.totalTimeShown += ad.showFor  
ad.thisShowTime = 0  
}  
}  
// Now, reset the counters for all ads to reflect the fact  
that  
// a new day has dawned.  
for all ads  
{  
ad.numberShownToday = 0  
}  
// Record yesterday's facetime  
// Might not literally be yesterday, be sure to use  
// whatever day the app was last run on  
set old current day's facetime to totalFaceTimeToday  
// and reset our global regular ad facetime counter  
adFaceTimeToday = 0  
totalFaceTimeToday = 0  
// if we were in a block, back out  
set block to all playlists  
}  
}  
// end CheckForNewDay
```

Fig. 15B

```
///////////
// This function shows a runout ad, and if it
// can't find one, goes to a rerun
ShowARunout
{
for runout ads
{
// has the ad been flushed?
if ( ad.flushed )
try next ad
// are we done showing this runout today?
if ( ad.numberShownToday > ad.dayMax )
try next ad // this one's used up for the day
// are we done showing this runout for ever and ever?
if ( ad.shownFor > ad.showForMax )
try next runout ad // this one's used up forever
// are we between the ad's start and end dates?
if ( ad.startDate < the current date < ad.endDate )
try next runout ad
// the ad is not supposed to run today
// do we actually HAVE the ad?
if ( ad has not been downloaded )
{
ask for ad to be downloaded
try next ad
}
// ok, we believe we should show this runout
// we are now in runout state
Do ShowAnAd
return
}
// if we haven't found a runout ad, we will go to "rerun"
state
Do ShowARerun
}
// end ShowARunout
```

Fig. 15C

```
//////////  
// Rerun state. Look for a regular ad to rerun  
ShowARerun  
{  
for regular ads [ in current block ]  
{  
// has the ad been flushed?  
if ( ad.flushed )  
try next ad  
// is this ad recent enough to rerun?  
if ( ad.lastShownDate is older than returnInterval )  
try next ad  
// this one is too old to rerun  
// if in block, show ads only if it's their "turn"  
if ( ad.numberShownToday >= blockGoal )  
try next ad // need to find a friend in this block  
// are we between the ad's start and end dates?  
if ( ad.startDate < the current date < ad.endDate )  
try next ad  
// the ad is not supposed to run today  
// do we actually HAVE the ad?  
if ( ad has not been downloaded )  
{  
ask for ad to be downloaded  
try next ad  
}  
// ok, at this point we can show this ad, but because  
// we're in rerun, we don't keep the books  
Do ShowAnAd  
return  
}  
// if we get here, we have no ads to show. Punt.  
return  
}  
// end ShowARerun
```

Fig. 15D

```
//////////  
// Show a regular ad  
ShowARegularAd  
{  
    for regular ads [ in current block ]  
    {  
        // has the ad been flushed?  
        if ( ad.flushed )  
            try next ad  
        // are we done showing this ad today?  
        if ( ad.numberShownToday > ad.dayMax )  
            try next ad // this one's used up for the day  
        // if in block, show ads only if it's their "turn"  
        if ( ad.numberShownToday >= blockGoal )  
            try next ad // need to find a friend in this block  
        // are we done showing this ad for ever and ever?  
        if ( ad.shownFor > ad.showForMax )  
            try next ad // this one's used up forever  
        // are we between the ad's start and end dates?  
        if ( ad.startDate < the current date < ad.endDate )  
            try next ad  
        // the ad is not supposed to run today  
        // do we actually HAVE the ad?  
        if ( ad has not been downloaded )  
        {  
            ask for ad to be downloaded  
            try next ad  
        }  
        // ok, we believe we should show this ad  
        // we are now in regular state  
        Do ShowAnAd  
        return  
    }  
    // If we get here, we have failed to find a regular  
    // ad. Go to runout  
    Do ShowARunout  
}  
// end ShowARegularAd
```

Fig. 15E

```
///////////
// Perform necessary housekeeping when we're taking
// down an ad
AdEndBookkeeping
{
// In rerun state, we don't do any bookkeeping
if ( in RerunState )
return
// Account for at most ad.showFor seconds, provided
// we've shown the ad for at least ad.showFor seconds
// Note that this means we don't charge for time beyond
// ad.showFor seconds, which is important
if ( ad.thisShowTime >= ad.showFor )
{
ad.numberShownToday += ad.showFor
ad.shownFor++
// we do NOT reset thisShowTime here, we do it in
// AdStartBookkeeping. It actually doesn't matter where
// we do it, provided we are careful NOT to do it for
// runout ads.
}
}
// end AdEndBookkeeping
```

Fig. 15F

```
//////////  
// Show an ad, including bookkeeping and block handling  
ShowAnAd  
{  
// If the ad is in a block, notice that  
if ( it's in a "block" playlist )  
{  
if ( not currently in a block )  
{  
find ad in block with minimum numberShown  
make that our ad  
set blockGoal to minimum numberShown+1  
}  
set current block to this playlist  
}  
// now do bookkeeping  
Do AdStartBookkeeping  
// and actually show it  
Do DisplayThatAd  
}
```

Fig. 15G

```
//////////  
// Perform housekeeping when we put up an ad  
AdStartBookkeeping  
{  
// In rerun state, we don't do any bookkeeping  
if ( in RerunState )  
return  
// For regular ads  
if ( it's a regular ad )  
{  
ad.thisShowTime = 0  
ad.lastShownDate = now  
}  
}  
// end AdStartBookkeeping
```

Fig. 15H

<b>Persistent Ads</b>	
<b>PlayList Request</b>	faceTime Used to determine how much advertising to send to client faceTimeLeft Not used
<b>PlayList Response ClientInfo</b>	reqInterval Relatively large, one or more days flush Used. Single playlist completely specifies list of ads client should have
<b>PlayList Response Scheduling Parameters</b>	showForMax Not used

**Fig. 16A**

<b>Short-Lived Ads</b>	
<b>PlayList Request</b>	faceTime Not used faceTimeLeft Used to determine how many ads client should receive
<b>PlayList Response ClientInfo</b>	reqInterval Not used. Instead, client requests new playlist whenever ads "run low". flush Not used
<b>PlayList Response Scheduling Parameters</b>	showForMax Used to determine how long an ad runs

**Fig. 16B**

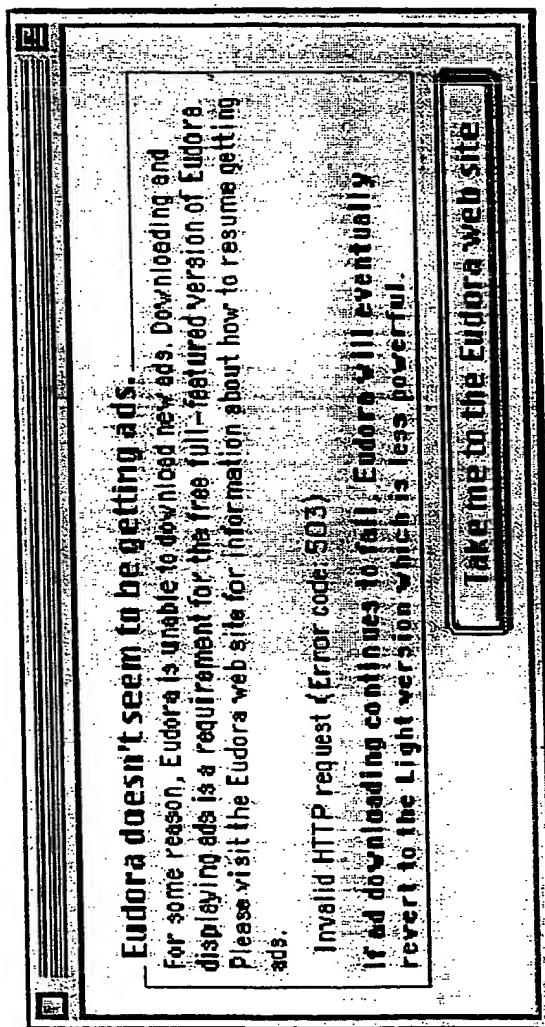


Fig. 17A

### Something seems to be covering the ad.

It's probably inadvertent, but Eudora has determined that you are covering up all or a significant portion of an ad. The software is designed to notify you when this happens in the hopes that you will stop covering up the ad. If you don't, this window will keep popping up (which you will probably find quite annoying).

We've always got some good stuff under development back at the home office and it's the advertising in Eudora that enables us to continue to develop the software while providing it to you for free. We've worked hard to make sure the advertising isn't annoying and we genuinely hope that you are not deliberately trying to cover the ads because they're bothering you. Of course, you can choose to pay us for Eudora by choosing "Payment & Registration" from the "Help" menu and clicking on "Paid Full Version." Or you can remove whatever is obscuring the ad.

OK

Fig. 17B

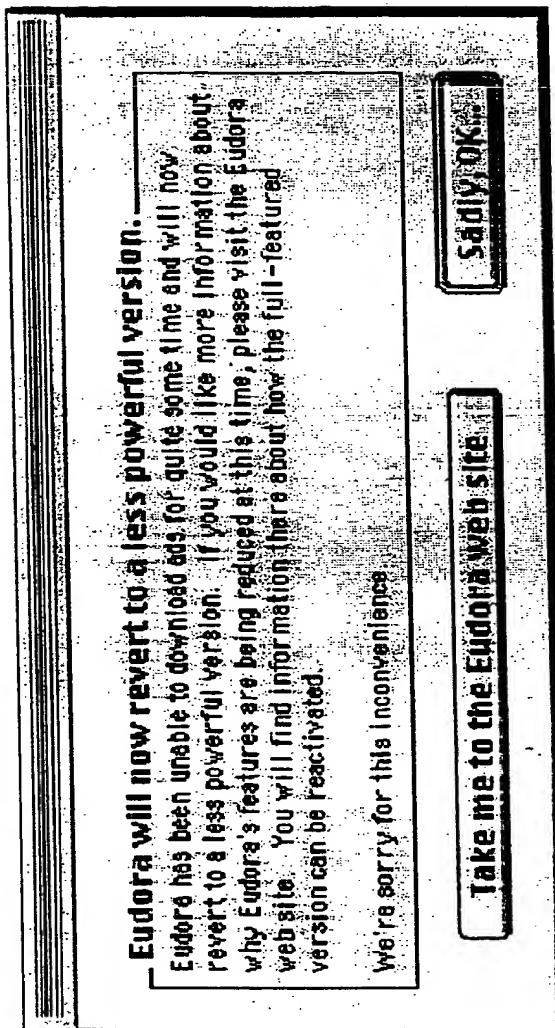


Fig. 17C

<p><b>We'd like to know how you use Eudora.</b></p> <p>In order to make Eudora work as well as possible, it's important that we know how people use it. We ask users for this information at random. Look! We'll keep it's your turn. If you're open to helping us this way, all you have to do is click "Generate Info" below, and a message will be created. You can review the contents of the message if you like, and then send it to us or not -- that's up to you.</p>	<p>We value our privacy; we're pretty sure you value yours. So we want you to know what we'll be collecting and give you a chance to eliminate anything you don't want to send. Simply uncheck the boxes next to any information you'd rather not send.</p> <p>Please understand that as soon as we take a look at your email, we will throw away the message and any attachments. You can use the message headers to keep the message from being tracked. If you have a lot of information helpful to know who you are or if you're information helpful, we promise to protect your privacy and only use it to generate a number of useful statistics.</p>	<p><b>It's OK to transmit statistics regarding:</b></p> <p><input checked="" type="checkbox"/> Your Eudora usage  <input checked="" type="checkbox"/> Eudora features you use  <input checked="" type="checkbox"/> Eudora service</p>
---	---	---

Fig. 18A

Page	action	Applicable Query Parts												
		realname	mode	distribution	version	product	platform	profile	archived	update	register-box	register-ad	register-free	pay
Payment	pay	X	X	X	X	X	X	X	X	X	X	X	X	X
Freeware Registration	register-free	X	X	X	X	X	X	X	X	X	X	X	X	X
Adware Registration	register-ad	X	X	X	X	X	X	X	X	X	X	X	X	X
Box Registrations	register-box	X	X	X	X	X	X	X	X	X	X	X	X	X
Lost Code	lostcode	X	X	X	X	X	X	X	X	X	X	X	X	X
Update	update	X	X	X	X	X	X	X	X	X	X	X	X	X
Pro Update	prupdate	X	X	X	X	X	X	X	X	X	X	X	X	X
Archived	archived	X	X	X	X	X	X	X	X	X	X	X	X	X
Profile	profile	X	X	X	X	X	X	X	X	X	X	X	X	X
Introduction	intro													
Support	n/a													
QuickTime Missing	support													
Ad Failure	support													
Tutorial	support													
FAQ	support													
Light Users	support													
Search Support	support													
Newsgroups	support													

Fig. 19

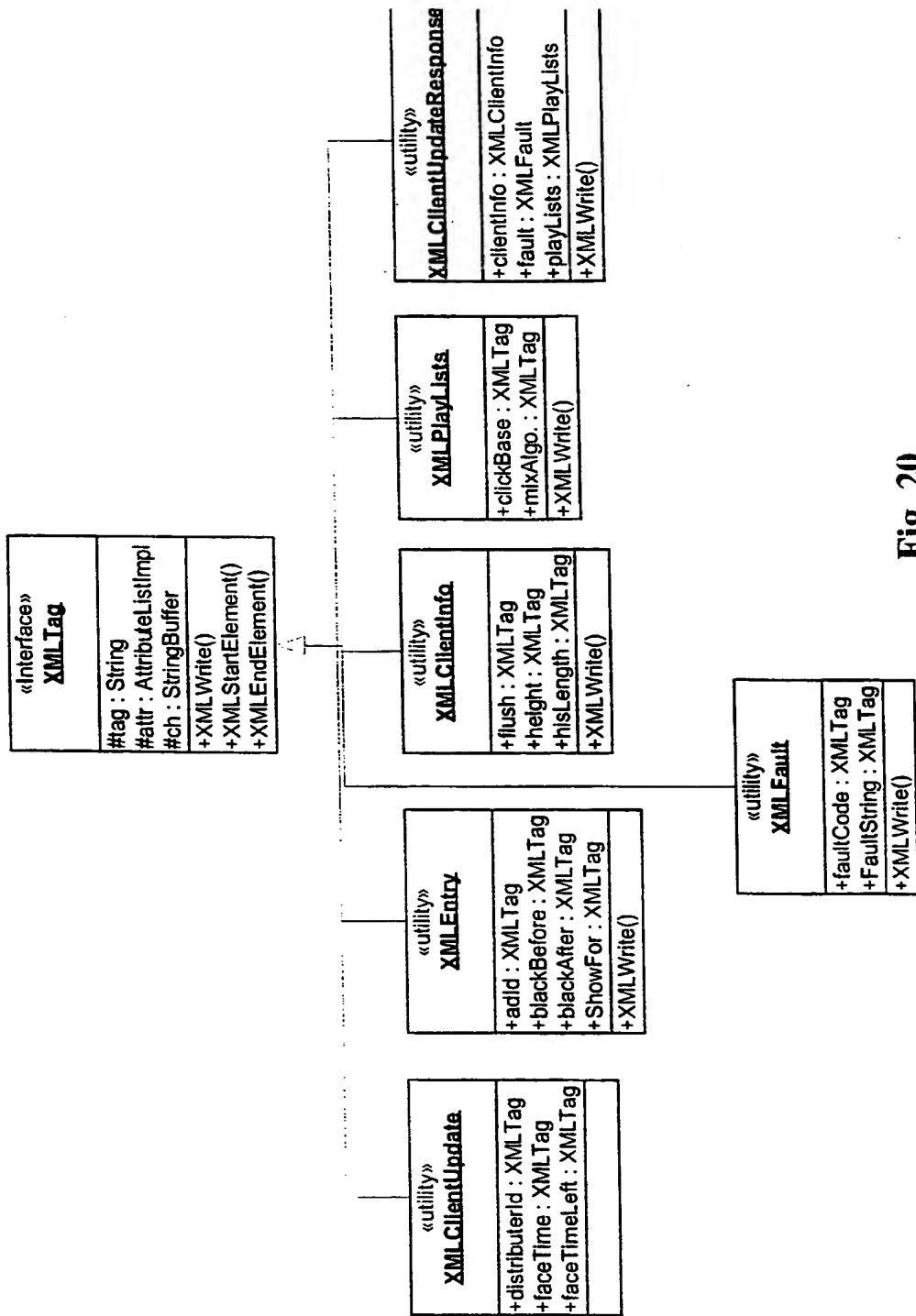


Fig. 20

- 8 The list of available ads advantageously can be built from the following query:

```
ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today + 30 AND
AdType = 'P' AND AdStatus = 'A' AND ImpressionsServed < ImpressionsServed ASC);

run out ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today +
30 AND AdType = 'R' AND AdStatus = 'A' AND ImpressionsServed < ImpressionsServed ASC);
```

- 8 The time required to deliver the ads advantageously can be calculated in the following manner.

```
faceTimeLeftForToday [seconds] = faceTime[today] - faceTimeUsedToday
```

(Comment: Face time left for today is the number of seconds the servlet can use to deliver special ads today.)

```
predict faceTime [seconds] = SUM( faceTime[tomorrow], faceTime[tomorrow + 1], ... faceTime[tomorrow + reqInterval]
)
```

(Comment: Predict face time is the number of seconds the servlet predicts the user is going to have.)

```
goal showTimeLeft [seconds] = predict faceTime - faceTimeLeft
```

(Comment: Goal show time left is the number of seconds that the software provider needs to fill with ads.)

Fig. 21A

```

8 Targeting
while (face time left for today) {
    if ad is not in the history {
        select ad [according to target = today]
        face time left for today -= ad.showFor
    }
    next ad
}

while (Goal show time left) {
    if ad is not in the history {
        select ad [according to target]
        goal show time left -= ad.showFor
    }
    next ad
}

```

Default values:

reqInterval = 1 day.  
 facetime = 30 minutes  
 faceTimeQuota is ?  
 histLength = 31 days

Fig. 21B

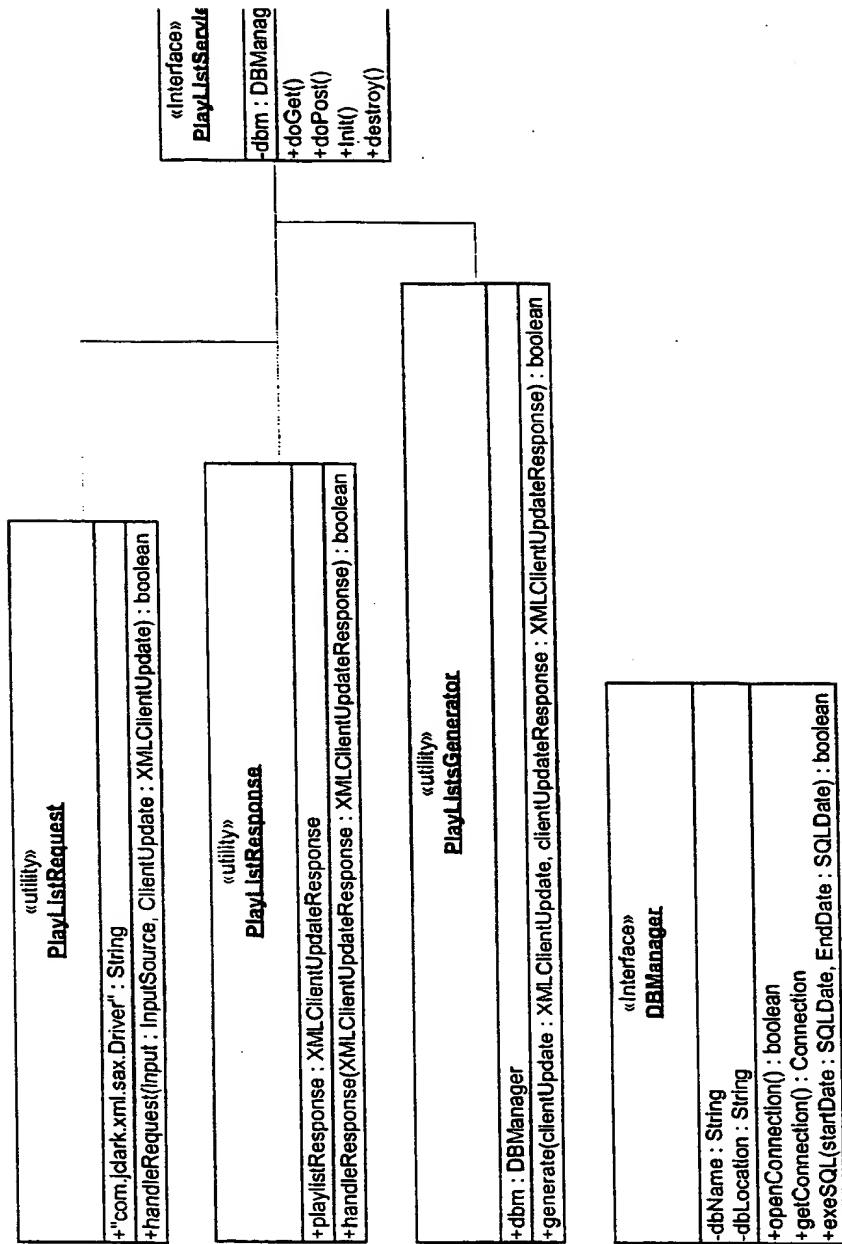


Fig. 22

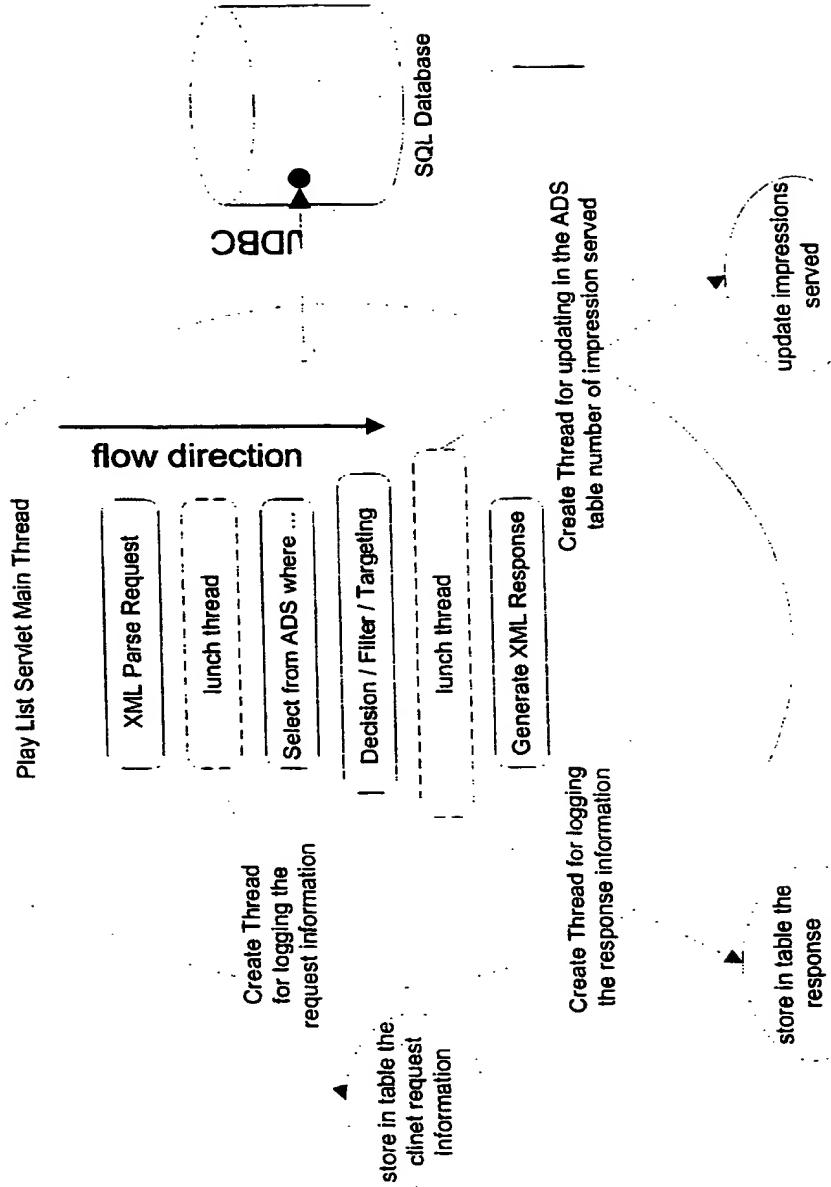


Fig. 23